

Anti-Oda card 1 of 12 Increase in Ikko-Ikki (Warrior monks)
<p>Choose 1 Honganji-controlled area. If there are no such areas, choose a Neutral-army controlled area.</p> <p>Place 2 Honganji army units in that area in 'ready' status.</p> <p>Counter info: Honganji units are gray.</p>

Anti-Oda card 2 of 12 Increase in Ikko-Ikki (Warrior monks)
<p>Choose 1 Honganji-controlled area. If there are no such areas, choose a Neutral-army controlled area.</p> <p>Place 2 Honganji army units in that area in 'ready' status.</p> <p>Counter info: Honganji units are gray.</p>

Anti-Oda card 3 of 12 If you advance, paradise
<p>Perform an action that includes movement and/or combat.</p> <p>Including this action turn, for the rest of this turn, treat Honganji Kennyo as having a military value of 4, and Honganji armies as having a military value of 3.</p> <p>Counter info: 本願寺顕如 Honganji Kennyo (Gray) Honganji units are gray.</p>

Anti-Oda card 4 of 12 Revolt of the Iga ninjas
<p>Randomly choose 1 card from the Oda player's hand and discard it.</p>

Anti-Oda card 5 of 12 Uesugi summoned to the Capital
<p>If before Uesugi enters the war: Move Uesugi's diplomacy marker 2 boxes to the right.</p> <p>If after Uesugi entered the war: Choose 1 area that has Uesugi units in it, and place 2 Uesugi armies in that area in 'ready' status.</p> <p>Counter info: Uesugi's diplomacy marker and armies are dark bluish/purple.</p>

Anti-Oda card 6 of 12 Takeda summoned to the Capital
<p>If before Takeda enters the war: Move Takeda's diplomacy marker 2 boxes to the right.</p> <p>If after Takeda entered the war: Choose 1 area that has Takeda units in it, and place 2 Takeda armies in that area in 'ready' status.</p> <p>Counter info: Takeda's diplomacy marker and armies are dark red.</p>

Anti-Oda card 7 of 12 Mouri summoned to the Capital
<p>If before Mouri enters the war: Move Mouri's diplomacy marker 2 boxes to the right.</p> <p>If after Mouri entered the war: Choose 1 area that has Mouri units in it, and place 2 Mouri armies in that area in 'ready' status.</p> <p>Counter info: Mouri diplomacy marker and armies are tan.</p>

Anti-Oda card 8 of 12 Mobilization order
<p>Choose 1 area controlled by Asakura, Azai, or Miyoshi, and place 2 of that controlling daimyo clan's armies in that area in 'ready' status.</p> <p>Counter info: 朝倉義景 Asakura Yoshikage (Forest green)</p> <p>浅井長政 Azai Nagamasa (Faded blue)</p> <p>三好三人衆 Miyoshi Sanninshuu (Purple/violet)</p>

Anti-Oda card 9 of 12 Appoint to official rank
<p>Move 1 lesser daimyo's diplomacy marker 2 boxes.</p>

<p style="text-align: center;">Anti-Oda card 10 of 12 Feign illness</p> <p>One general of your choice other than Oda Nobunaga becomes 'spent'.</p> <p>Counter info: 織田信長 Oda Nobunaga (light green)</p>	<p style="text-align: center;">Anti-Oda card 11 of 12 Shogun Yoshiaki's strategy</p> <p>Look at the Anti-Oda stack, choose 1 card, and add it to your hand.</p>	<p style="text-align: center;">Anti-Oda card 12 of 12 Urgent recruitment</p> <p>Choose 1 area that has Anti-Oda power units in it, and add 2 of that daimyo clan's armies to that area in 'spent' status.</p>
<p style="text-align: center;">Oda card 1 of 12 Urgent recruitment</p> <p>Choose 1 area that has Oda power units in it, and add 2 of that daimyo clan's armies to that area in 'spent' status.</p>	<p style="text-align: center;">Oda card 2 of 12 Urgent recruitment</p> <p>Choose 1 area that has Oda power units in it, and add 2 of that daimyo clan's armies to that area in 'spent' status.</p>	<p style="text-align: center;">Oda card 3 of 12 Two-pronged attack</p> <p>Perform an action including Takigawa Kazumasu. At the end of that action turn, the Oda player can take another action turn (with discards paid as normal), or allow it to continue to the Anti-Oda player's action turn (this does not count as a 'pass').</p> <p>Counter info: 滝川一益 Takigawa Kazumasu (Light green)</p>
<p style="text-align: center;">Oda card 4 of 12 Concentrated rifle fire</p> <p>Use after you, as an Oda power, performs a counterattack.</p> <p>Perform another counterattack.</p> <p>Note: Use the combat strength after the damage from the original attack on the counterattacking units is applied.</p>	<p style="text-align: center;">Oda card 5 of 12 Gather armies</p> <p>Choose an Oda-clan controlled area, and place 2 Oda clan armies in 'ready' status there.</p> <p>If Niwa Nagahide is there, place 3 units instead of 2. Note that even if Niwa Nagahide is there, this card cannot be used unless the Oda clan controls the area.</p> <p>Counter info: 丹羽長秀 Niwa Nagahide (Light green) Oda clan armies are light green.</p>	<p style="text-align: center;">Oda card 6 of 12 A gift</p> <p>Move any 1 neutral greater daimyo's diplomacy marker 1 box to the left.</p>

Oda card 7 of 12
Negotiations with a lesser daimyo

Move any 1 lesser daimyo's diplomacy marker 2 boxes.

Oda card 8 of 12
Warships

Perform an action that includes movement.

In this movement, the Oda power can cross the Seto Sea.

Oda card 9 of 12
Charge order (Akechi)

Perform an action that includes combat.

For this combat, treat the Oda power's commanding general as having a military value of 3. If Akechi Mitsuhide is participating in combat, treat the military value as 4.

Counter info:
明智光秀
Akechi Mitsuhide (Light green)

Oda card 10 of 12
Charge order (Shibata)

Perform an action that includes combat.

For this combat, treat the Oda power's commanding general as having a military value of 3. If Shibata Katsuie is participating in combat, treat the military value as 4.

Counter info:
柴田勝家
Shibata Katsuie (Light green)

Oda card 11 of 12
Scheming with other powers

In an area Hashiba Hideyoshi is in or an adjacent area, remove 1 non-Oda power army and replace it with 1 Oda clan army in 'ready' status.

Counter info:
羽柴秀吉
Hashiba Hideyoshi (Light green)
Oda army units are light green.

Oda card 12 of 12
Reliable supply line

In the area Hashiba Hideyoshi is in, return all 'spent' Oda clan units to ready status.

Counter info:
羽柴秀吉
Hashiba Hideyoshi (Light green)
Oda clan units are light green.